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Kim et al.

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(54) **METHOD FOR PROVIDING USER INTERFACE USING DRAWN PATTERN AND MOBILE TERMINAL THEREOF**

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G06F 3/0488 (2013.01)

(52) **U.S. Cl.**
CPC **G06F 3/04883** (2013.01)

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G06F 11/21; G06F 17/00; H04M 3/00;
G09G 5/08
USPC 345/158, 159, 160, 173, 177, 440;
715/702, 730, 764, 830, 863; 379/85;
455/418; 700/94; 382/187, 202
See application file for complete search history.

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(57) **ABSTRACT**

Disclosed are a method for providing a user interface by mapping various types of multimedia to patterns drawn on a display, and a mobile terminal thereof. A user may draw a pattern according to his or her preference, and a controller may generate an object by mapping one or more multimedia data to the pattern. The controller may play the mapped multimedia data by tracking the multimedia data-mapped pattern. The controller may store the multimedia data-mapped pattern (object) in a memory. And, the controller may transmit the object to a selected specific party to provide an enhanced user interface (UI).

15 Claims, 16 Drawing Sheets

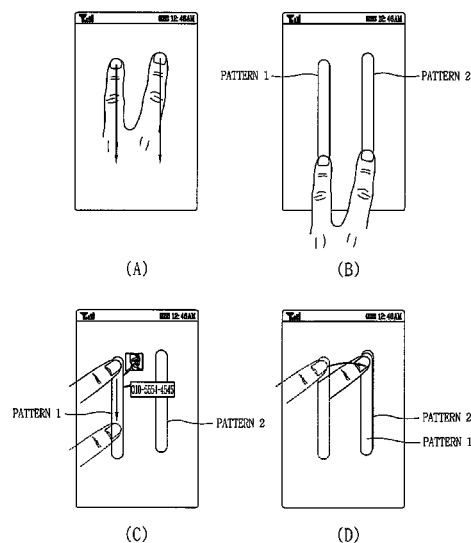


FIG. 1

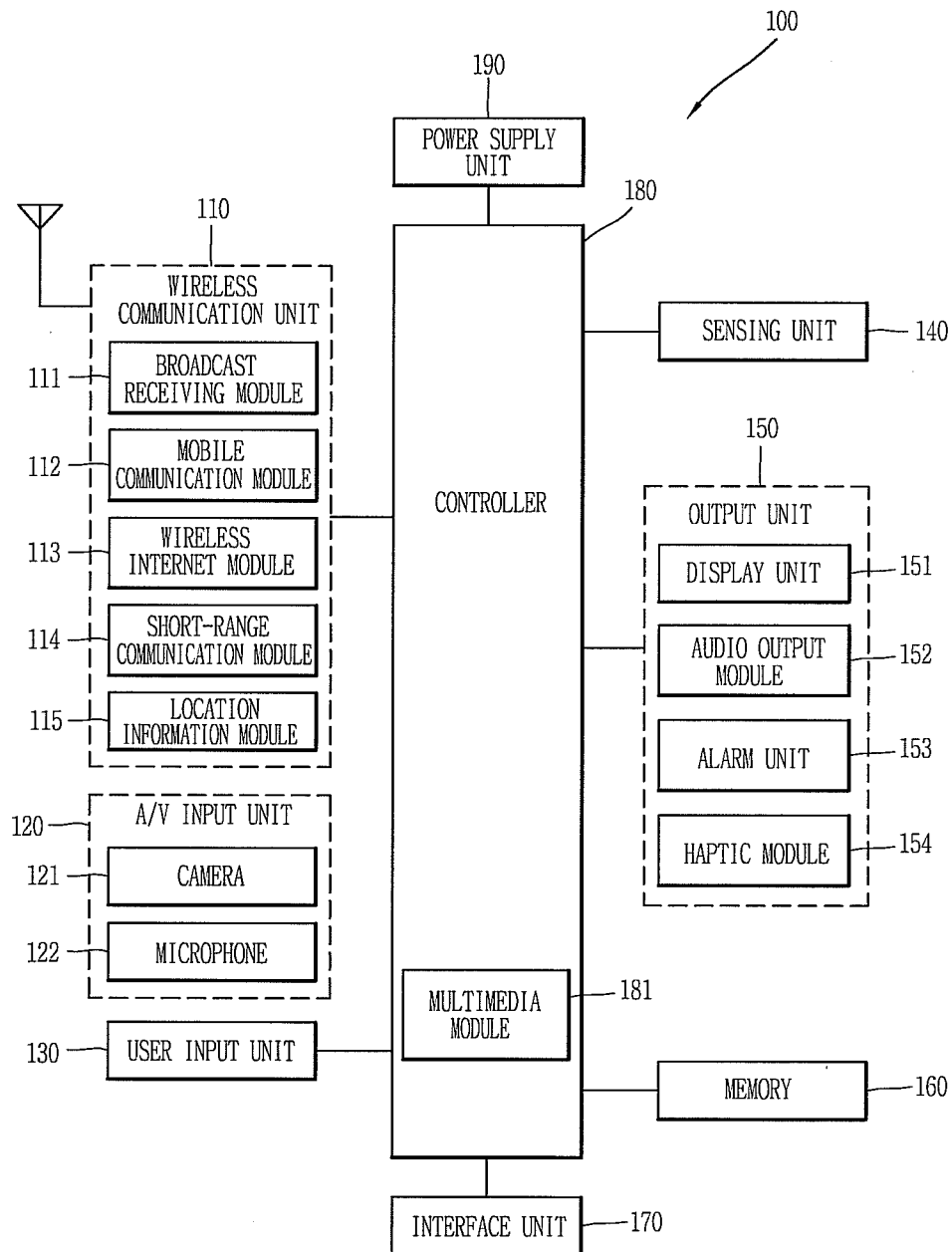


FIG. 2A

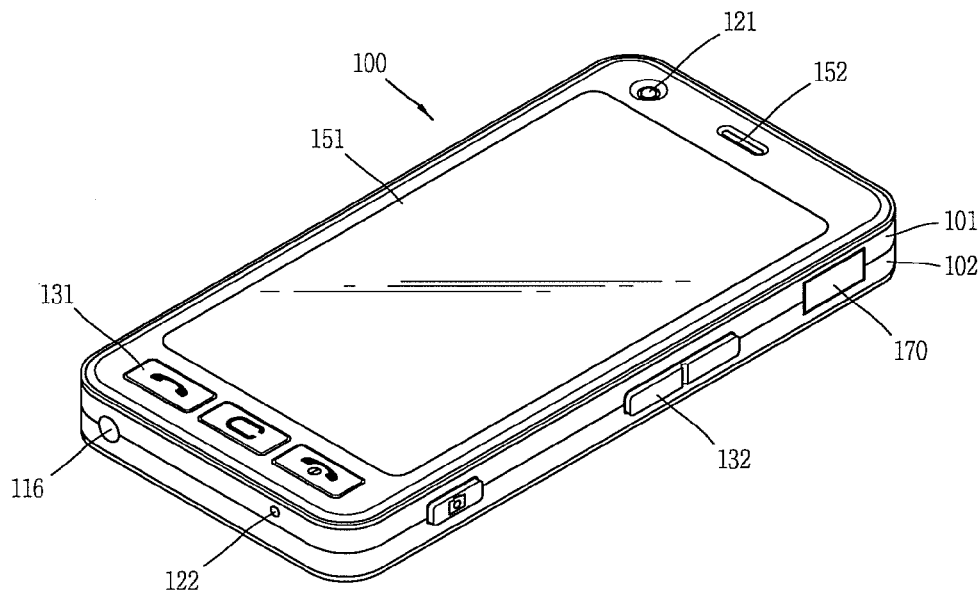


FIG. 2B

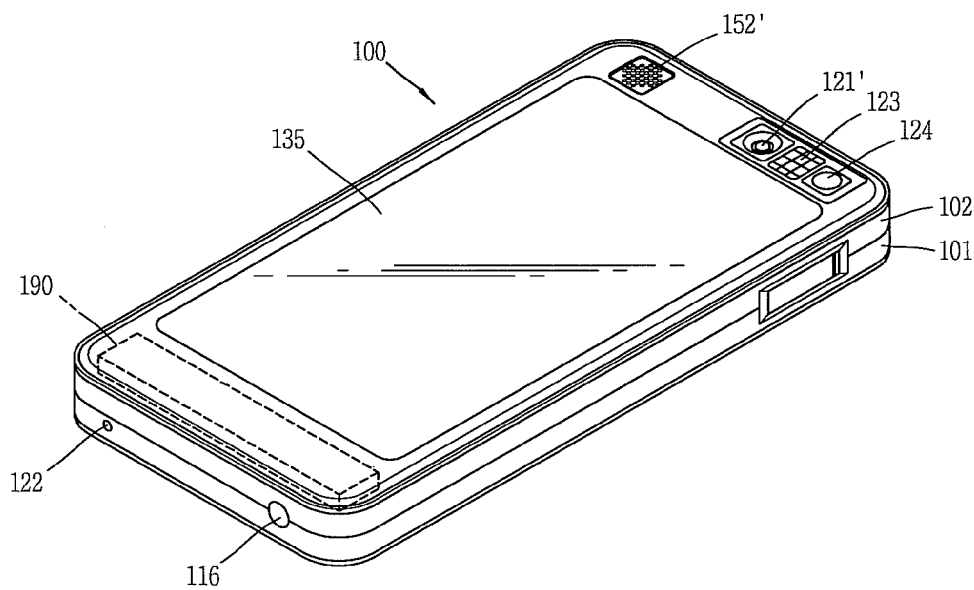


FIG. 3A

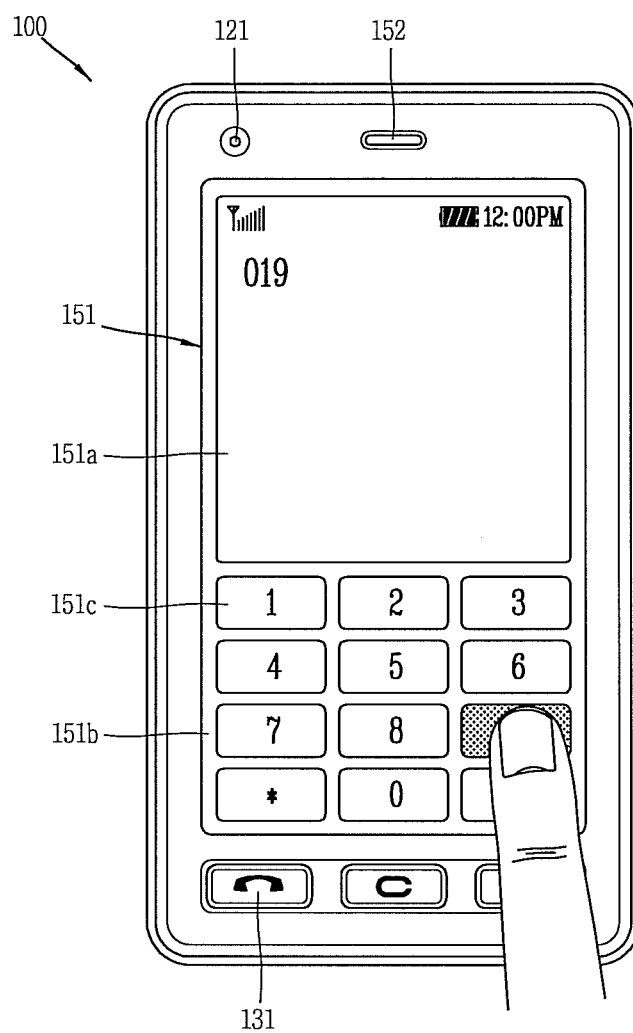


FIG. 3B

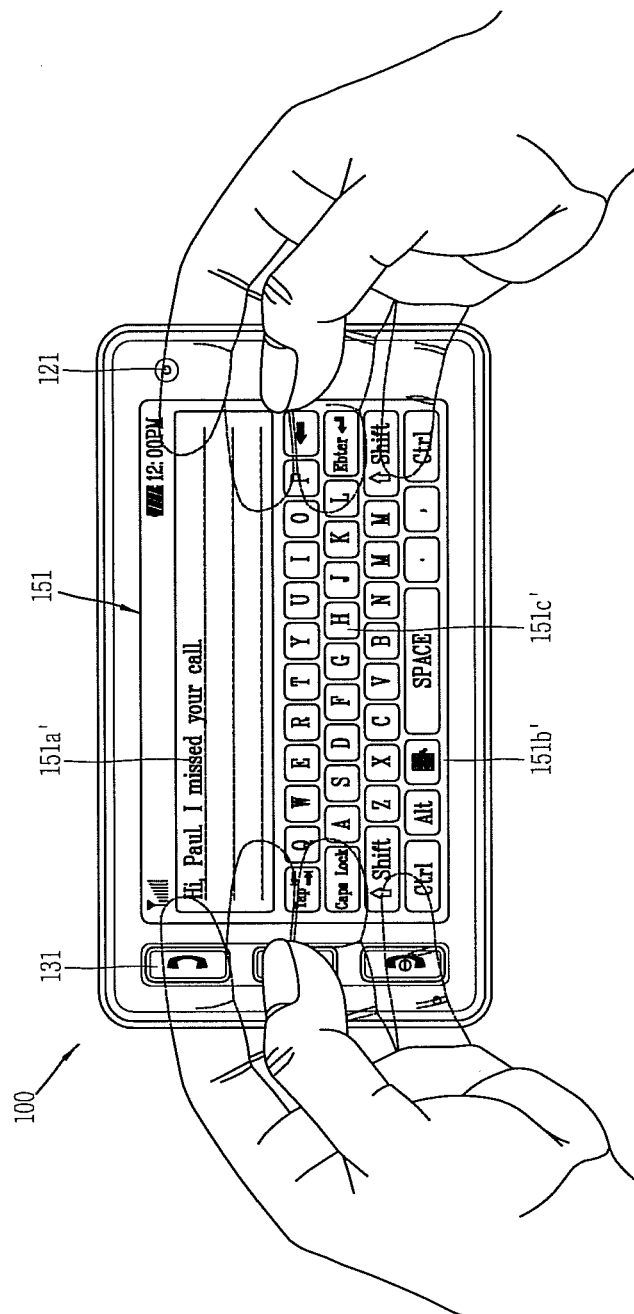


FIG. 4

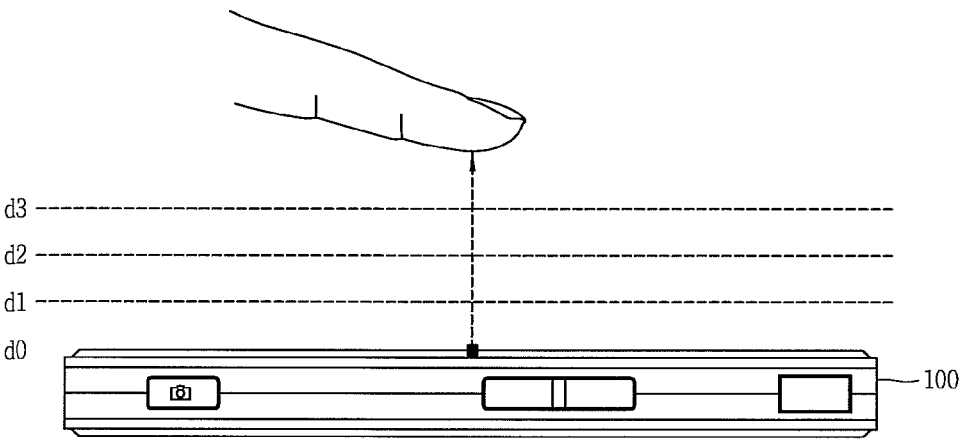


FIG. 5

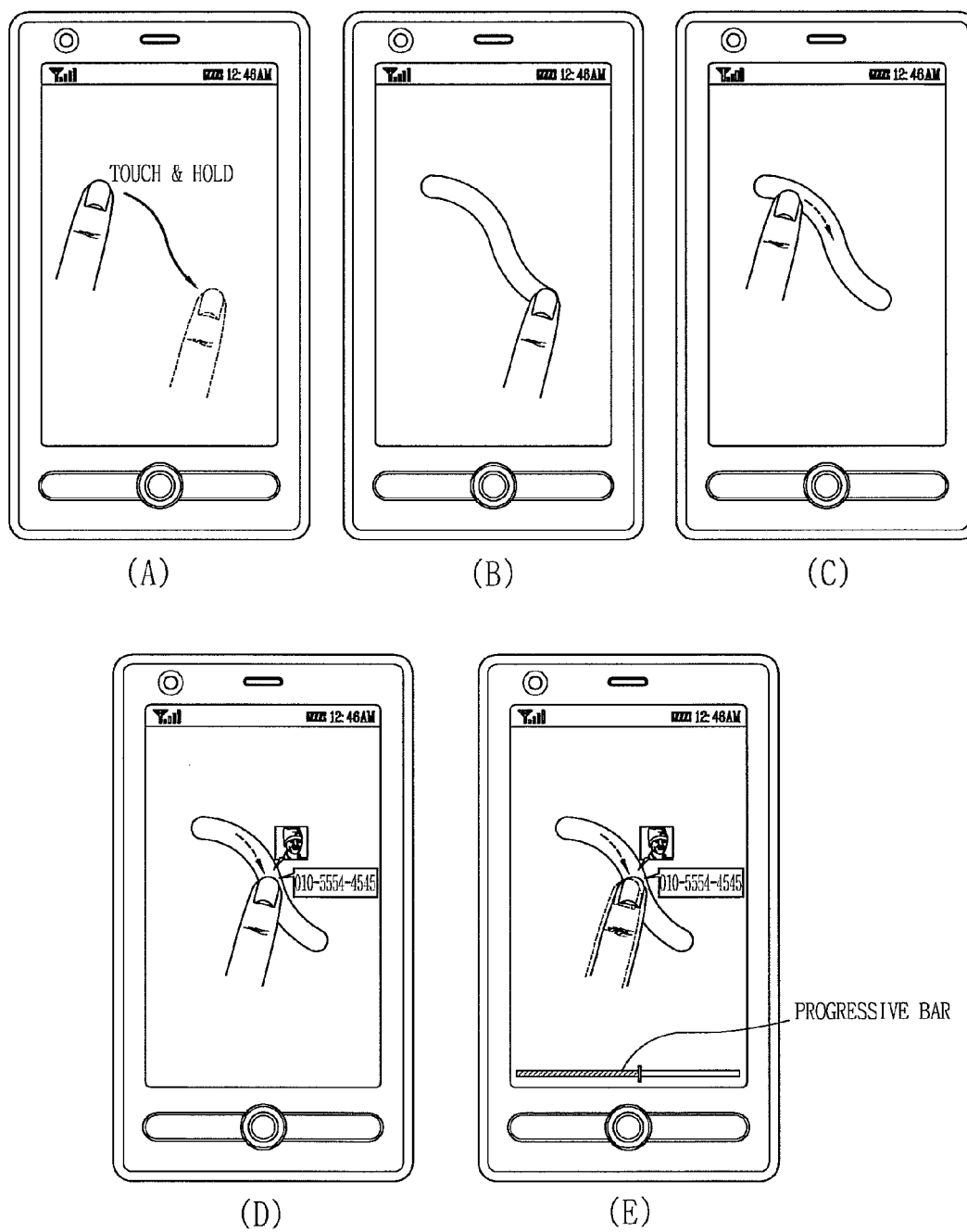
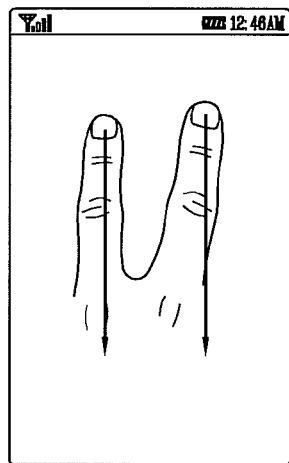
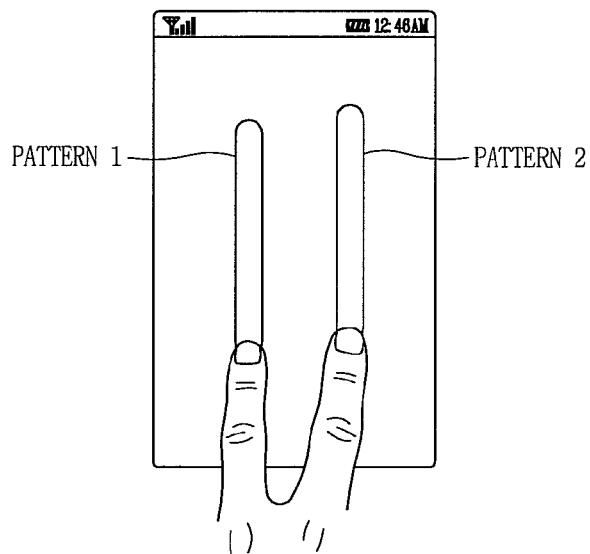


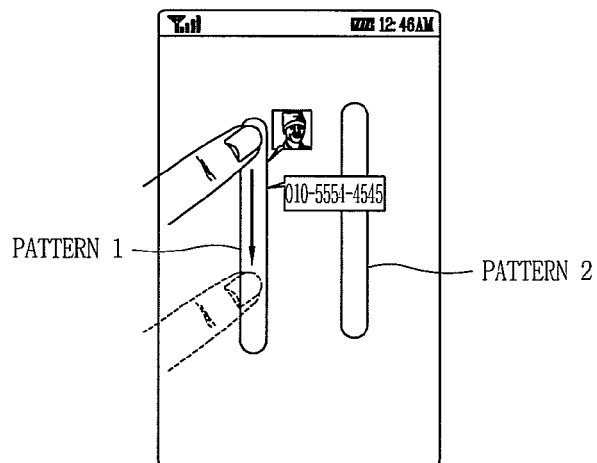
FIG. 6



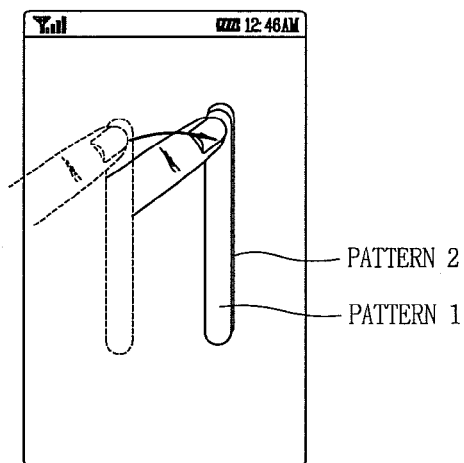
(A)



(B)



(C)



(D)

FIG. 7

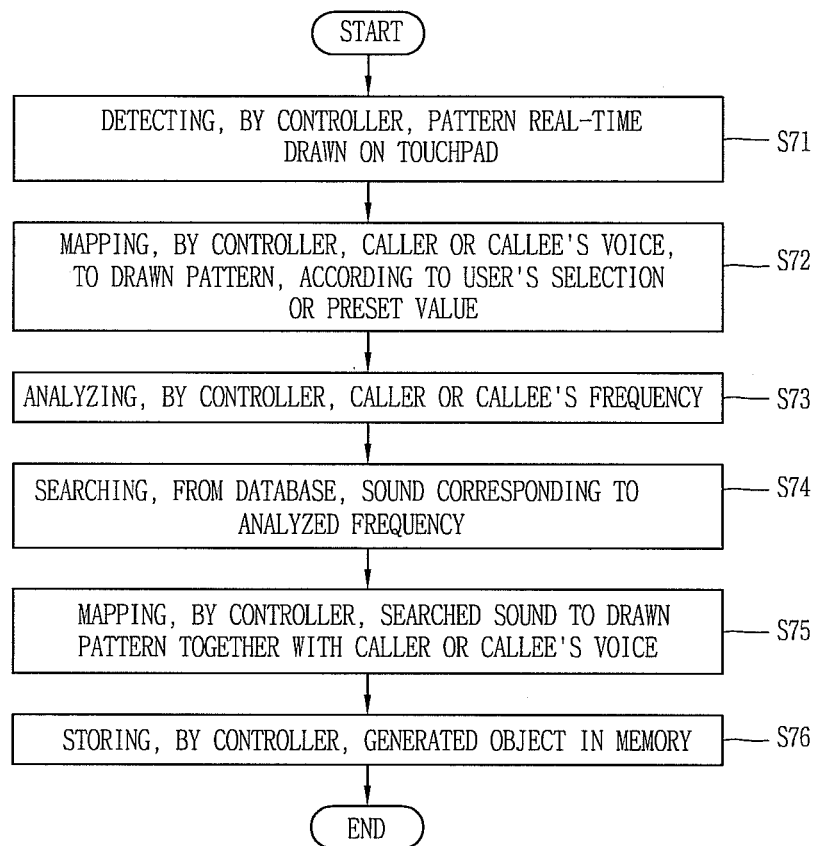


FIG. 8

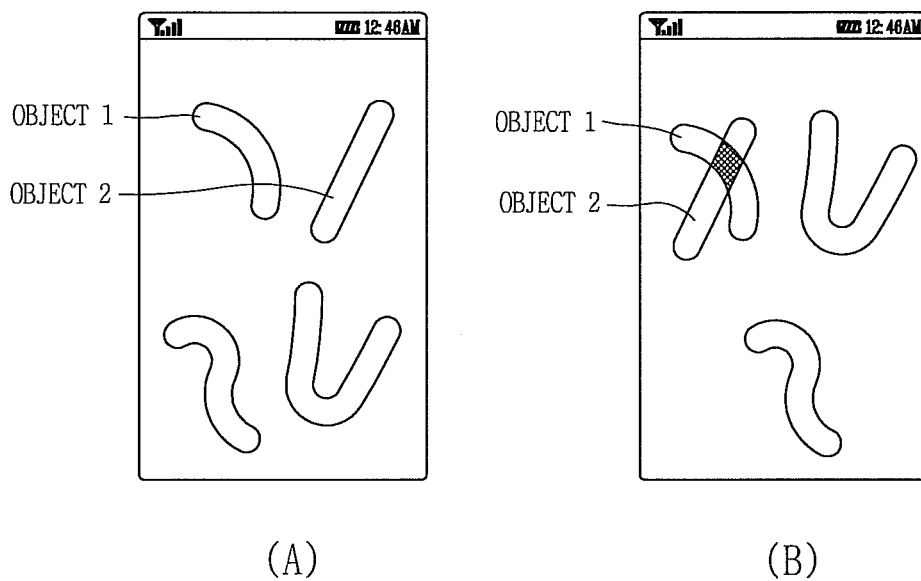


FIG. 9

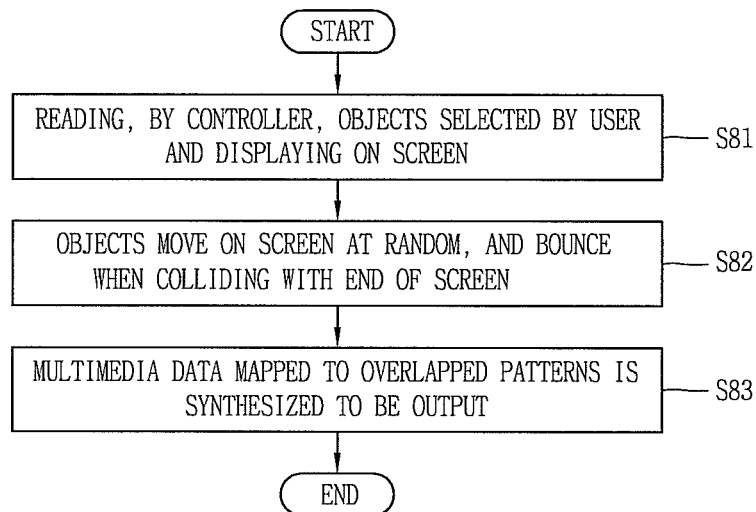


FIG. 10

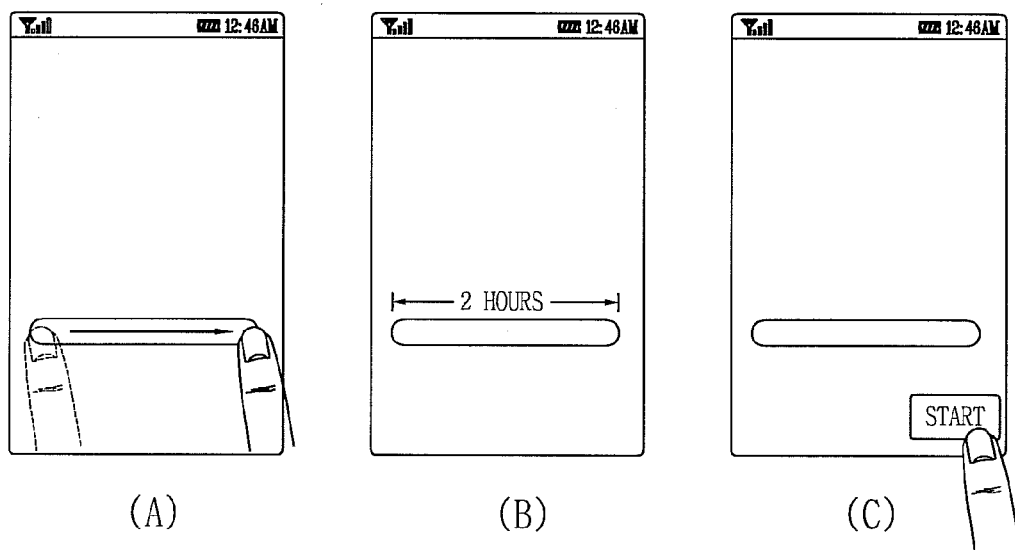


FIG. 11

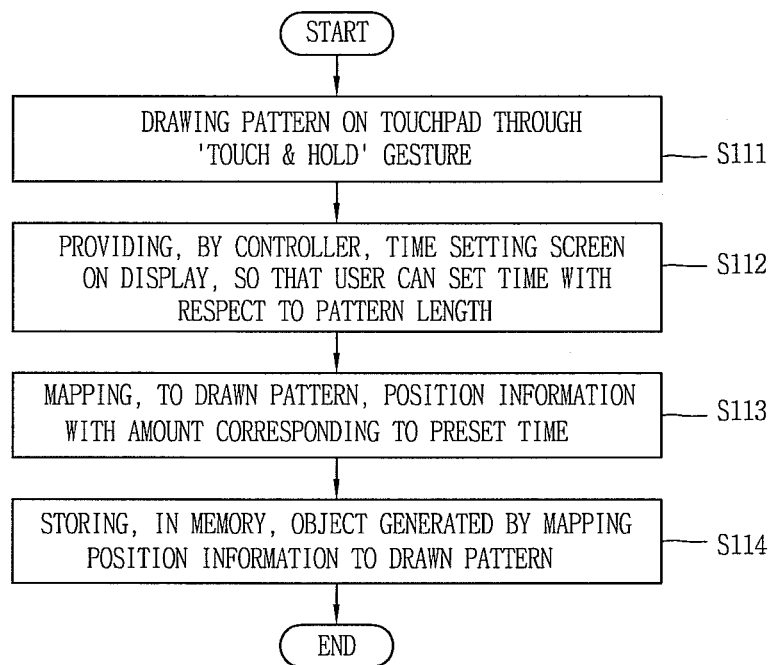
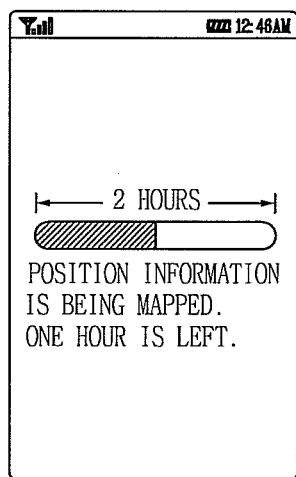
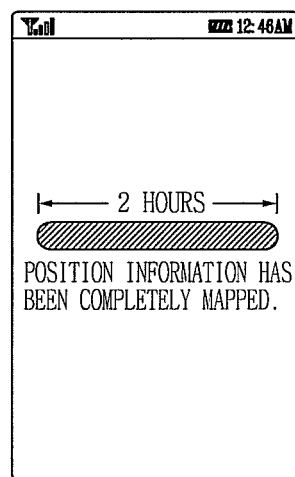


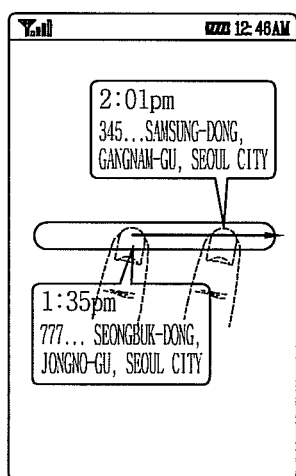
FIG. 12



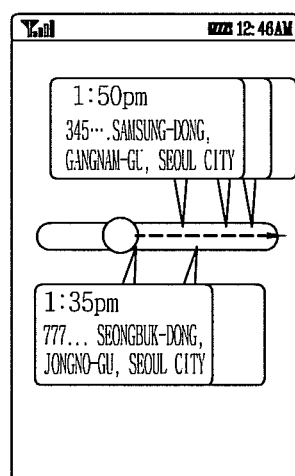
(A)



(B)



(C)



(D)

FIG. 13

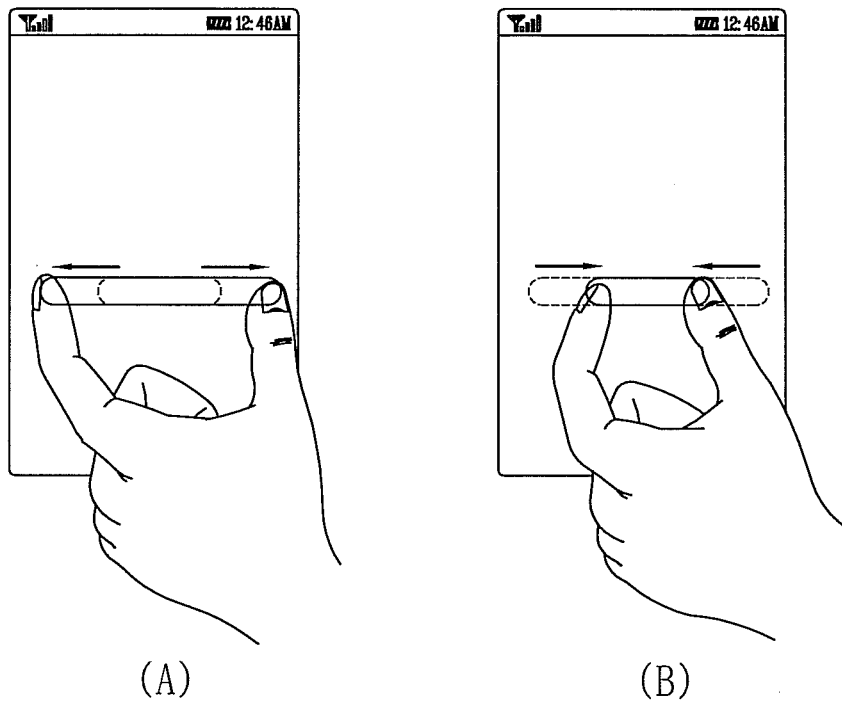


FIG. 14

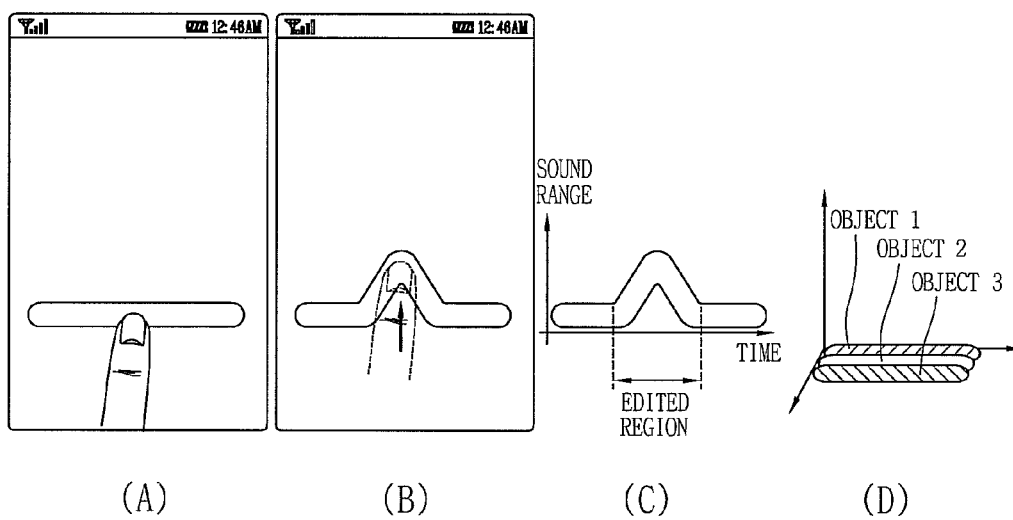
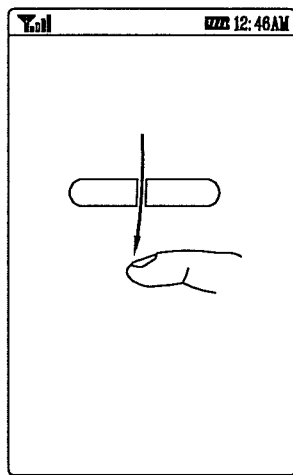
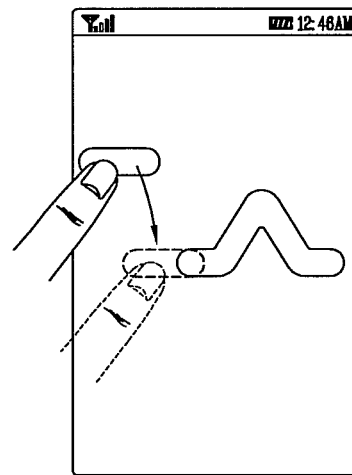


FIG. 15



(A)



(B)

1

METHOD FOR PROVIDING USER INTERFACE USING DRAWN PATTERN AND MOBILE TERMINAL THEREOF

CROSS-REFERENCE TO RELATED APPLICATION(S)

Pursuant to 35 U.S.C. §119, this application claims the benefit of Korean Application No. 10-2011-0005133, filed on Jan. 18, 2011, the contents of which is hereby incorporated by reference herein in its entirety.

BACKGROUND OF THE INVENTION

1. Field of the Invention

This specification relates to a method for providing a user interface, and particularly, to a method for providing a user interface using a drawn pattern, and a mobile terminal thereof.

2. Background of the Invention

In general, a terminal may be classified into a mobile (portable) terminal and a stationary terminal according to a moveable state. The mobile terminal may be also classified into a handheld terminal and a vehicle mount terminal according to a user's carriage method.

As functions of the terminal become more diversified, the terminal can support more complicated functions such as capturing images or video, reproducing music or video files, playing games, receiving broadcast signals, and the like. By comprehensively and collectively implementing such functions, the mobile terminal may be embodied in the form of a multimedia player or device.

As the mobile terminal provides complicated and various functions, required is an enhanced user interface (UI) by mapping various types of multimedia data to patterns.

SUMMARY OF THE INVENTION

Therefore, an aspect of the detailed description is to provide a method for providing an enhanced user interface by mapping various types of multimedia to patterns drawn on a display (e.g., a touchpad of a mobile terminal) through a user's gestures.

Another aspect of the detailed description is to provide a method for providing drawing tools to edit patterns drawn through a user's gestures, and allowing the user to process patterns by using the drawing tool.

Still another aspect of the detailed description is to provide a method capable of mapping one or more types of multimedia data (e.g., voices, musical instrument sounds, music sounds, moving images, still images, location (position) information, and so on) to patterns drawn through a user's gestures, capable of playing the mapped multimedia data, and capable of transmitting the multimedia data-mapped patterns.

To achieve these and other advantages and in accordance with the purpose of this specification, as embodied and broadly described herein, there is provided a mobile terminal capable of implementing an enhanced user interface by mapping one or more multimedia data to a pattern drawn on a touchpad, the mobile terminal including: a memory to store a plurality of patterns, each mapped to a corresponding multimedia data; a display that includes a touchpad; a controller to detect a pattern drawn on the touchpad, the controller to map a multimedia data to the drawn pattern and to store the multimedia data-mapped pattern in the memory, and the controller to output the multimedia data in response to a user input;

2

and a communication module to transmit information of the multimedia data-mapped pattern to a specific entity.

To achieve these and other advantages and in accordance with the purpose of this specification, as embodied and broadly described herein, there is also provided a method for providing a user interface capable of mapping one or more multimedia data to a pattern drawn for a time period according to a user's preference, the method including receiving an input of a pattern drawn on a display of a mobile terminal; mapping multimedia data to the drawn pattern; storing the multimedia data mapped to the pattern as a multimedia data-mapped pattern in a memory of the mobile terminal; receiving an input of a pointing device over the display; and outputting the mapped multimedia data from the mobile terminal in response to receiving the input of the pointing device.

Further scope of applicability of the present application will become more apparent from the detailed description given hereinafter. However, it should be understood that the detailed description and specific examples, while indicating preferred embodiments of the invention, are given by way of illustration only, since various changes and modifications within the spirit and scope of the invention will become apparent to those skilled in the art from the detailed description.

BRIEF DESCRIPTION OF THE DRAWINGS

The accompanying drawings, which are included to provide a further understanding of the invention and are incorporated in and constitute a part of this specification, illustrate exemplary embodiments and together with the description serve to explain the principles of the invention.

FIG. 1 is a block diagram of a mobile terminal according to a first embodiment of the present invention;

FIG. 2A is a front perspective view of a mobile terminal according to a first embodiment of the present invention;

FIG. 2B is a rear perspective view of a mobile terminal according to a first embodiment of the present invention;

FIGS. 3A and 3B are front views of a mobile terminal according to the present invention, which show an operation of the mobile terminal;

FIG. 4 is a conceptual view for explaining a proximity depth of a proximity sensor;

FIGS. 5A to 5E are views showing processes for drawing patterns and mapping multimedia data to the drawn patterns according to a first embodiment of the present invention;

FIGS. 6A to 6D are views showing processes for drawing patterns and mapping multimedia data to the drawn patterns according to a second embodiment of the present invention;

FIG. 7 is a flowchart showing processes for generating objects by mapping multimedia data to drawn patterns;

FIGS. 8A and 8B are views showing a method for using generated objects according to a third embodiment of the present invention;

FIG. 9 is a flowchart showing the third embodiment of FIG. 8;

FIGS. 10A to 10C are views showing processes for generating objects by mapping position information to drawn patterns according to a fourth embodiment of the present invention;

FIG. 11 is a flowchart showing the fourth embodiment of FIGS. 10A to 10C;

FIGS. 12A to 12D are views showing screens for displaying the objects generated in FIG. 10 according to a fourth embodiment of the present invention;

FIGS. 13A and 13B are views showing a method for extending and contracting a drawn pattern according to a fifth embodiment of the present invention;

FIGS. 14A to 14D are views showing a method for editing a drawn pattern according to a fifth embodiment of the present invention; and

FIGS. 15A and 15B are views showing another method for editing a drawn pattern according to a fifth embodiment of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

Description will now be given in detail of the exemplary embodiments, with reference to the accompanying drawings. For the sake of brief description with reference to the drawings, the same or equivalent components will be provided with the same reference numbers, and description thereof will not be repeated.

Hereinafter, a mobile terminal according to the present disclosure will be explained in more detail with reference to the attached drawings. The suffixes attached to components of the mobile terminal, such as 'module' and 'unit or portion' were used for facilitation of the detailed description of the present disclosure. Therefore, the suffixes do not have different meanings from each other.

The mobile terminal according to the present invention may include a portable phone, a smart phone, a laptop computer, a digital broadcasting terminal, Personal Digital Assistants (PDA), Portable Multimedia Player (PMP), a navigation system, and so on. However, the present invention may be also applied to a fixed terminal such as a digital TV and a desk-top computer.

FIG. 1 is a block diagram of a mobile terminal according to one embodiment of the present invention.

The mobile terminal **100** may comprise components, such as a wireless communication unit **110**, an Audio/Video (A/V) input unit **120**, a user input unit **130**, a sensing unit **140**, an output module **150**, a memory **160**, an interface unit **170**, a controller **180**, a power supply unit **190** and the like. FIG. 1 shows the mobile terminal **100** having various components, but it is understood that implementing all of the illustrated components is not a requirement. Greater or fewer components may alternatively be implemented.

Hereinafter, each component is described in sequence.

The wireless communication unit **110** may typically include one or more components which permit wireless communications between the mobile terminal **100** and a wireless communication system or between the mobile terminal **100** and a network within which the mobile terminal **100** is located. For example, the wireless communication unit **110** may include a broadcast receiving module **111**, a mobile communication module **112**, a wireless internet module **113**, a short-range communication module **114**, a position information module **115** and the like.

The broadcast receiving module **111** receives a broadcast signal and/or broadcast associated information from an external broadcast managing entity via a broadcast channel.

The broadcast channel may include a satellite channel and a terrestrial channel. The broadcast managing entity may indicate a server which generates and transmits a broadcast signal and/or broadcast associated information or a server which receives a pre-generated broadcast signal and/or broadcast associated information and sends them to the mobile terminal. The broadcast signal may be implemented as a TV broadcast signal, a radio broadcast signal, and a data

broadcast signal, among others. The broadcast signal may further include a data broadcast signal combined with a TV or radio broadcast signal.

The broadcast associated information may indicate information relating to broadcast channels, broadcast programs or broadcast service providers. Further, the broadcast associated information may be provided via a mobile communication network and received by the mobile communication module **112**.

The broadcast associated information may be implemented in various formats. For instance, broadcast associated information may include Electronic Program Guide (EPG) of Digital Multimedia Broadcasting (DMB), Electronic Service Guide (ESG) of Digital Video Broadcast-Handheld (DVB-H), and the like.

The broadcast receiving module **111** may be configured to receive digital broadcast signals transmitted from various types of broadcast systems. Such broadcast systems may include Digital Multimedia Broadcasting-Terrestrial (DMB-T), Digital Multimedia Broadcasting-Satellite (DMB-S), Media Forward Link Only (MediaFLO), Digital Video Broadcast-Handheld (DVB-H), Integrated Services Digital Broadcast-Terrestrial (ISDB-T), and the like. The broadcast receiving module **111** may be configured to be suitable for every broadcast system transmitting broadcast signals as well as the digital broadcasting systems.

Broadcast signals and/or broadcast associated information received via the broadcast receiving module **111** may be stored in a suitable device, such as a memory **160**.

The mobile communication module **112** transmits/receives wireless signals to/from at least one of network entities (e.g., base station, an external terminal, a server, and so on) on a mobile communication network. Here, the wireless signals may include audio call signal, video call signal, or various formats of data according to transmission/reception of text/multimedia messages.

The wireless internet module **113** supports wireless Internet access for the mobile terminal. This module may be internally or externally coupled to the mobile terminal **100**. Examples of such wireless Internet access may include Wireless LAN (WLAN) (Wi-Fi), Wireless Broadband (Wibro), World Interoperability for Microwave Access (Wimax), High Speed Downlink Packet Access (HSDPA), and the like.

The short-range communication module **114** denotes a module for short-range communications. Suitable technologies for implementing this module may include BLUETOOTH, Radio Frequency Identification (RFID), Infrared Data Association (IrDA), Ultra-WideBand (UWB), ZigBee, and the like.

The position information module **115** denotes a module for detecting or calculating a position of a mobile terminal. An example of the position information module **115** may include a Global Position System (GPS) module. Under the current technique, the GPS module can measure accurate time and distance respectively from more than three satellites so as to accurately calculate a current position of the mobile terminal based on such three different distances according to a triangulation scheme. A scheme may be used to obtain time information and distance information from three satellites and correct error by one satellite. Also, the GPS module may continuously calculate a current position in real time so as to obtain speed information.

The NV input unit **120** is configured to provide audio or video signal input to the mobile terminal. The NV input unit **120** may include a camera **121** and a microphone **122**. The camera **121** receives and processes image frames of still pictures or video acquired by image sensors in a video (tele-

5

phony) call mode or a capturing mode. The processed image frames may be displayed on a display **151**.

The image frames processed by the camera **121** may be stored in the memory **160** or transmitted to the exterior via the wireless communication unit **110**. Two or more cameras **121** may be provided according to the use environment of the mobile terminal.

The microphone **122** may receive an external audio signal while the mobile terminal is in a particular mode, such as a phone call mode, a recording mode, a voice recognition mode, or the like. This audio signal is processed into digital data. The processed digital data is converted for output into a format transmittable to a mobile communication base station via the mobile communication module **112** in case of the phone call mode. The microphone **122** may include assorted noise removing algorithms to remove noise generated in the course of receiving the external audio signal.

The user input unit **130** may generate input data input by a user to control the operation of the mobile terminal. The user input unit **130** may include a keypad, a dome switch, a touchpad (e.g., static pressure/capacitance), a jog wheel, a jog switch and the like.

The sensing unit **140** provides status measurements of various aspects of the mobile terminal. For instance, the sensing unit **140** may detect an open/close status of the mobile terminal, a change in a location of the mobile terminal **100**, a presence or absence of user contact with the mobile terminal **100**, the orientation of the mobile terminal **100**, acceleration/deceleration of the mobile terminal **100**, and the like, so as to generate a sensing signal for controlling the operation of the mobile terminal **100**. For example, regarding a slide-type mobile terminal, the sensing unit **140** may sense whether a sliding portion of the mobile terminal is open or closed. Other examples include sensing functions, such as the sensing unit **140** sensing the presence or absence of power provided by the power supply **190**, the presence or absence of a coupling or other connection between the interface unit **170** and an external device and the like. Moreover, the sensing unit **140** may include a proximity sensor **141**, which will be later explained in relation to a touch screen.

The output unit **150** is configured to output an audio signal, a video signal or an alarm signal. The output unit **150** may include a display **151**, an audio output module **152**, an alarm **153**, a haptic module **154**, and the like.

The display **151** may output information processed in the mobile terminal **100**. For example, when the mobile terminal is operating in a phone call mode, the display **151** will provide a User Interface (UI) or a Graphic User Interface (GUI) which includes information associated with the call. As another example, if the mobile terminal is in a video call mode or a capturing mode, the display **151** may additionally or alternatively display images captured and/or received, UI, or GUI.

The display **151** may include at least one of a Liquid Crystal Display (LCD), a Thin Film Transistor-Liquid Crystal Display (TFT-LCD), an Organic Light-Emitting Diode (OLED), a flexible display and a three-dimensional (3D) display.

Some of the displays can be configured to be transparent such that it is possible to see the exterior therethrough. These displays may be called transparent displays. A representative example of the transparent display may include a Transparent Organic Light Emitting Diode (TOLED), and the like. The rear surface portion of the display **151** may also be implemented to be optically transparent. Under this configuration, a user can view an object positioned at a rear side of a body through a region occupied by the display **151** of the body.

6

The display **151** may be implemented in two or more in number according to a configured aspect of the mobile terminal **100**. For instance, a plurality of displays may be arranged on one surface integrally or separately, or may be arranged on different surfaces.

Here, if the display **151** and a touch sensitive sensor (referred to as a touch sensor) have a layered structure therebetween, the structure may be referred to as a touch screen. The display **151** may be used as an input device rather than an output device. The touch sensor may be implemented as a touch film, a touch sheet, a touchpad, and the like.

The touch sensor may be configured to convert changes of a pressure applied to a specific part of the display **151**, or a capacitance occurring from a specific part of the display **151**, into electric input signals. Also, the touch sensor may be configured to sense not only a touched position and a touched area, but also a touch pressure.

When touch inputs are sensed by the touch sensors, corresponding signals are transmitted to a touch controller (not shown). The touch controller processes the received signals, and then transmits corresponding data to the controller **180**. Accordingly, the controller **180** may sense which region of the display **151** has been touched.

Referring to FIG. 1, a proximity sensor **141** may be arranged at an inner region of the mobile terminal covered by the touch screen, or near the touch screen. The proximity sensor **141** indicates a sensor to sense presence or absence of an object approaching to a surface to be sensed, or an object disposed near a surface to be sensed, by using an electromagnetic field or infrared rays without a mechanical contact. The proximity sensor **141** has a longer lifespan and a more enhanced utility than a contact sensor.

The proximity sensor **141** may include a transmissive type photoelectric sensor, a direct reflective type photoelectric sensor, a mirror reflective type photoelectric sensor, a high-frequency oscillation proximity sensor, a capacitance type proximity sensor, a magnetic type proximity sensor, an infrared rays proximity sensor, and so on. When the touch screen is implemented as a capacitance type, proximity of a pointer to the touch screen is sensed by changes of an electromagnetic field. In this case, the touch screen (touch sensor) may be categorized into a proximity sensor.

Accordingly, if the pointer is in proximity to the touch screen without contacting the touch screen, the position of the pointer and a distance between the pointer and the touch screen may be detected. Hereinafter, for the sake of brief explanation, a status that the pointer is positioned to be proximate onto the touch screen without contact will be referred to as 'proximity touch', whereas a status that the pointer substantially comes in contact with the touch screen will be referred to as 'contact touch'. For the position corresponding to the proximity touch of the pointer on the touch screen, such position corresponds to a position where the pointer faces perpendicular to the touch screen upon the proximity touch of the pointer.

The proximity sensor **141** senses proximity touch, and proximity touch patterns (e.g., distance, direction, speed, time, position, moving status, and so on). Information relating to the sensed proximity touch and the sensed proximity touch patterns may be output onto the touch screen.

The audio output module **152** may output audio data received from the wireless communication unit **110** or stored in the memory **160**, in a call-receiving mode, a call-placing mode, a recording mode, a voice recognition mode, a broadcast reception mode, and so on. The audio output module **152** may output audio signals relating to functions performed in the mobile terminal **100**, e.g., sound alarming a call received

or a message received, and so on. The audio output module **152** may include a receiver, a speaker, a buzzer, and so on.

The alarm **153** outputs signals notifying occurrence of events from the mobile terminal **100**. The events occurring from the mobile terminal **100** may include call received, message received, key signal input, touch input, and so on. The alarm **153** may output not only video or audio signals, but also other types of signals such as signals notifying occurrence of events in a vibration manner. For instance, the alarm **153** may be configured to vibrate responsive to the mobile terminal receiving a call or message. As another example, when a key signal has been inputted, the alarm **153** may output vibration as a feedback of the key signal input. Through this vibration output, a user may recognize the occurrence of an event. Here, a signal indicating the occurrence of an event may be outputted through the display **151** or the audio output module **152**.

The haptic module **154** generates various tactile effects which a user can feel. A representative example of the tactile effects generated by the haptic module **164** includes vibration. Vibration generated by the haptic module **164** may have a controllable intensity, a controllable pattern, and so on. For instance, different vibration may be output in a synthesized manner or in a sequential manner.

The haptic module **154** may generate various tactile effects, including not only vibration, but also arrangement of pins vertically moving with respect to a skin being touched (contacted), air injection force or air suction force through an injection hole or a suction hole, touch by a skin surface, presence or absence of contact with an electrode, effects by stimulus such as an electrostatic force, reproduction of cold or hot feeling using a heat absorbing device or a heat emitting device, and the like.

The haptic module **154** may be configured to transmit tactile effects (signals) through a user's direct contact, or a user's muscular sense using a finger or a hand. The haptic module **154** may be implemented in two or more in number according to the configuration of the mobile terminal **100**.

The memory **160** may store a program for the processing and control of the controller **180**. Alternatively, the memory **160** may temporarily store input/output data (e.g., phonebook data, messages, still images, video and the like). Also, the memory **160** may store data relating to various patterns of vibrations and audio output upon the touch input on the touch screen.

The memory **160** may be implemented using any type of suitable storage medium including a flash memory type, a hard disk type, a multimedia card micro type, a memory card type (e.g., SD or DX memory), Random Access Memory (RAM), Static Random Access Memory (SRAM), Read-Only Memory (ROM), Electrically Erasable Programmable Read-only Memory (EEPROM), Programmable Read-only Memory (PROM), magnetic memory, magnetic disk, optical disk, and the like. Also, the mobile terminal **100** may operate a web storage which performs the storage function of the memory **160** on the Internet.

The interface unit **170** may generally be implemented to interface the mobile terminal with external devices. The interface unit **170** may allow a data reception from an external device, a power delivery to each component in the mobile terminal **100**, or a data transmission from the mobile terminal **100** to an external device. The interface unit **170** may include, for example, wired/wireless headset ports, external charger ports, wired/wireless data ports, memory card ports, ports for coupling devices having an identification module, audio Input/Output (I/O) ports, video I/O ports, earphone ports, and the like.

The identification module may be configured as a chip for storing various information required to authenticate an authority to use the mobile terminal **100**, which may include a User Identity Module (UIM), a Subscriber Identity Module (SIM), a Universal Subscriber Identity Module (USIM), and the like. Also, the device having the identification module (hereinafter, referred to as 'identification device') may be implemented in a type of smart card. Hence, the identification device can be coupled to the mobile terminal **100** via a port.

Also, the interface unit **170** may serve as a path for power to be supplied from an external cradle to the mobile terminal **100** when the mobile terminal **100** is connected to the external cradle or as a path for transferring various command signals inputted from the cradle by a user to the mobile terminal **100**. Such various command signals or power inputted from the cradle may operate as signals for recognizing that the mobile terminal **100** has accurately been mounted to the cradle.

The controller **180** typically controls the overall operations of the mobile terminal **100**. For example, the controller **180** performs the control and processing associated with telephony calls, data communications, video calls, and the like. The controller **180** may include a multimedia module **181** which provides multimedia playback. The multimedia module **181** may be configured as part of the controller **180** or as a separate component.

The controller **180** can perform a pattern recognition processing so as to recognize writing or drawing input on the touch screen as text or image.

The power supply unit **190** provides power required by various components under the control of the controller **180**. The provided power may be internal power, external power, or combination thereof.

Various embodiments described herein may be implemented in a computer-readable medium using, for example, software, hardware, or some combination thereof.

For a hardware implementation, the embodiments described herein may be implemented within one or more of Application Specific Integrated Circuits (ASICs), Digital Signal Processors (DSPs), Digital Signal Processing Devices (DSPDs), Programmable Logic Devices (PLDs), Field Programmable Gate Arrays (FPGAs), processors, controllers, micro-controllers, micro processors, other electronic units designed to perform the functions described herein, or a selective combination thereof. In some cases, such embodiments are implemented by the controller **180**.

For software implementation, the embodiments such as procedures and functions may be implemented together with separate software modules each of which performs at least one of functions and operations. The software codes can be implemented with a software application written in any suitable programming language. Also, the software codes may be stored in the memory **160** and executed by the controller **180**.

FIG. **2a** is a perspective view of a mobile terminal according to one embodiment of the present invention.

The mobile terminal **100** described is a bar type mobile terminal. However, the present invention may be applied to a slide type mobile terminal having two bodies coupled to each other so as to be relatively movable, a folder type, a swing type, a swivel type and the like.

A case (casing, housing cover, and so on) forming the appearance of a body is formed by a front case **101** and a rear case **102**. Each kind of electronic components are mounted in a space formed by the front case **101** and the rear case **102**. If desired, one or more intermediate cases may be provided between the front case **101** and the rear case **102**.

The front and rear cases are usually formed by injection-molding resin material, or formed using metallic material such as stainless steel (STS) and titanium (Ti).

On the front case **101** of the terminal body, may be disposed a display **151**, an audio output unit **152**, a camera **121**, user input units **130/131**, **132**, a microphone **122**, an interface unit **170**, and so on.

The display **151** may occupy most of a main surface of the front case **101**. The audio output module **152** and the camera **121** are disposed at a region adjacent to one of both end portions of the display **151**, and the user input unit **131** and the microphone **122** are disposed at a region adjacent to another end portion thereof. The user input unit **132**, the interface unit **170** and the like may be disposed at side surfaces of the front case **101** and the rear case **102**.

The user input unit **130** may be manipulated to receive a command input for controlling the operation of the mobile terminal **100**, and include the first and second manipulation units **131** and **132**. The first and second manipulation units **131** and **132** may be referred to as a manipulating portion. The manipulating portion may be operated by a user in any tactile manner.

Contents input by the first and second manipulation units **131** and **132** may variously be set. For example, the first manipulation unit **131** may be configured to input commands such as START, END, SCROLL or the like, and the second manipulation unit **132** may be configured to input a command, such as adjusting an audio sound outputted from the audio output unit **152**, a conversion of the display **151** into a touch-sensitive mode or the like.

FIG. **2b** is a rear perspective view of the mobile terminal shown in FIG. **2A**.

As shown in FIG. **2b**, a rear surface of the terminal body, namely, the rear case **102** may further be provided with a camera **121'**. The camera **121'** faces a direction which is opposite to a direction faced by the camera **121**, and may have different pixels from those of the camera **121**.

For example, the camera **121** may operate with relatively lower pixels (lower resolution). Thus, the camera **121** may be useful when a user can capture his face and send it to another party during a video call or the like. On the other hand, the camera **121'** may operate with a relatively higher pixels (higher resolution) such that it can be useful for a user to obtain higher quality pictures for later use. Such cameras **121** and **121'** may be installed in the terminal body to be rotatable or popped up.

A flash **123** and a mirror **124** may additionally be disposed adjacent to the camera **121'**. The flash **123** operates in conjunction with the camera **121'** when taking a picture using the camera **121'**. The mirror **124** can cooperate with the camera **121'** to allow a user to photograph himself in a self-portrait mode.

An audio output module **152'** may further be disposed at a rear surface of the terminal body. The audio output module **152'** can cooperate with the audio output module **152** (see FIG. **2a**) to provide stereo output. Also, the audio output module **152'** may be configured to operate as a speakerphone.

A broadcast signal receiving antenna **116** may further be disposed at the side surface of the terminal body in addition to an antenna for communications. The antenna **116** configuring a part of the broadcast receiving module **111** (see FIG. **1**) may be retractable into the terminal body.

A power supply unit **190** for supplying power to the mobile terminal **100** may be mounted to the terminal body. The power supply **190** may be internally disposed at the terminal body, or be detachably disposed outside the terminal body.

A touchpad **135** for detecting a touch input may further be disposed at the rear case **102**. The touchpad **135** may also be configured to be transparent, as similar to the display **151**. In this case, if the display **151** is configured to output visible information on its both surfaces, such visible information can be identified via the touchpad **135**. Information output on the both surfaces may all be controlled by the touchpad **135**. Unlike to this, a display may further be mounted on the touchpad **135** so as to dispose a touch screen even at the rear case **102**.

The touchpad **135** operates in cooperation with the display **151** of the front case **101**. The touchpad **135** may be disposed at the rear side of the display **151** in parallel. Such touchpad **135** may be the same as or smaller than the display **151**. For convenience, it is assumed that the touchpad **135** is disposed on the display **151** in a layered structure.

Hereinafter, description will be given of a cooperative operating mechanism between the display **151** and the touchpad **135** with reference to FIGS. **3A** and **3B**.

FIGS. **3A** and **3B** are front views of the mobile terminal each for illustrating an operation state of the mobile terminal in accordance with the present invention.

Various types of visible information may be displayed on the display **151**. Such information may be displayed in several forms, such as character, number, symbol, graphic, icon or the like.

For input of the information, at least one of characters, numbers, graphics or icons may be arranged and displayed in a preset configuration, thus being implemented in the form of a keypad. Such keypad may be called 'soft key.'

FIG. **3a** illustrates a touch input applied onto a soft key through the front surface of the terminal body.

The display **151** may be operated as a single entire region or by being divided into a plurality of regions. For the latter, the plurality of regions may cooperate with one another.

For example, an output window **151a** and an input window **151b** may be displayed at upper and lower portions of the display **151**, respectively. Soft keys **151c** representing numbers for inputting telephone numbers or the like may be output on the input window **151b**. When a soft key **151c** is touched, a number or the like corresponding to the touched soft key **151c** is output on the output window **151a**. Upon manipulating the first manipulation unit **131**, a call connection for a telephone number displayed on the output window **151a** is attempted.

FIG. **3b** illustrates a touch input applied onto a soft key through a rear surface of the terminal body. FIG. **3a** illustrates that the terminal body is placed in a portrait direction, whereas FIG. **3b** illustrates that the terminal body is placed in a landscape direction. The terminal is allowed to change an output screen displayed on the display **151** according to the placed direction of the terminal body.

FIG. **3b** illustrates an operation of the mobile terminal in a text input mode. The display **151** displays an output window **151a'** and an input window **151b'**. The input window **151b'** may have soft keys **151c'** representing at least one of characters, symbols and numbers arranged in plural rows. The soft keys **151c'** may alternatively be arranged in a QWERTY configuration.

Upon touching the soft key **151c'** via the touchpad **135**, a character, number or symbol corresponding to the touched soft key **151c'** is displayed on the output window **151a'**. As such, as compared to the touch input via the display **151**, the touch input via the touchpad **135** may have an advantage in that the soft key **151c'** can be prevented from being obscured by a finger. Even when the display **151** and the touchpad **135**

11

are transparent, fingers located at the rear surface of the terminal body are visible, which allows the more accurate touch input.

In addition to the input manner illustrated in the embodiments, the display **151** or the touchpad **135** of FIG. **1** may be scrolled to receive a touch input. A user may scroll the display **151** or the touchpad **135** to move a cursor or pointer positioned on an object (subject), e.g., an icon or the like, displayed on the display **151**. In addition, in case of moving a finger on the display **151** or the touchpad **135**, the path of the finger being moved may be visibly displayed on the display **151**, which can be useful upon editing an image displayed on the display **151**.

One function of the mobile terminal may be executed in correspondence with a case where the display **151** (touch screen) and the touchpad **135** are touched together within a preset time. An example of being touched together may include clamping a terminal body with the user's thumb and index finger. The one function, for example, may be activating or deactivating of the display **151** or the touchpad **135**.

The proximity sensor **141** having described with reference to FIG. **1** will be described in more detail with reference to FIG. **4**.

FIG. **4** is an overview showing a proximity depth of the proximity sensor.

The proximity sensor **141** may be configured to output different proximity signals depending on a distance between the approached pointer and the touch screen (hereinafter, referred to as "proximity depth").

FIG. **4** exemplarily shows a section of the touch screen having the proximity sensor, which can detect three proximity depths, for example. However, a proximity sensor which can detect less than three proximity depths or more than four proximity depths may be employed.

In detail, if the pointer completely contacts the touch screen (see d_0), it may be recognized as a contact touch. If the pointer is spaced apart from the touch screen by less than a distance d_1 , it may be recognized as a proximity touch with a first proximity depth. If the pointer is positioned above the touch screen between the distance d_1 and a distance d_2 , it may be recognized as a proximity touch with a second proximity depth. If the pointer is spaced apart from the touch screen by more than the distance d_2 and less than a distance d_3 , it may be recognized as a proximity touch with a third proximity depth. If the pointer is positioned above the touch screen farther than the distance d_3 , it may be recognized as the proximity touch being released.

Hence, the controller **180** may recognize the proximity touches as various input signals according to the proximity depths and proximity positions of the pointer, so as to control various operations.

Hereinafter, a method for providing a user interface using patterns drawn on the mobile terminal will be explained in more details with reference to the attached drawings. The following embodiments may be used solely or in a combination manner. Alternatively, the following embodiment may be used by being combined with the aforementioned user interface (UI).

EXPLANATIONS FOR TERMS

Hereinafter, terms used in the present invention will be explained for convenience.

Pattern: This indicates a comprehensive term including lines or diagrams drawn by a user's fingers or a stylus pen, and so on. For instance, the pattern includes not only lines (e.g.,

12

straight lines, curved lines, circular arcs, closed curved lines, hyperbolic curved lines, and so on) and diagrams, but also designs, colors, and so on.

Object: This indicates contents generated by mapping one or more multimedia data to a pattern drawn by a user. That is, the object indicates a pattern to which multimedia data has been mapped.

The embodiments of the present invention may be implemented by the mobile terminal **100** shown in FIGS. **1** to **4**.

Explanations for a User Interface to Generate Objects by Mapping Various Types of Multimedia Data to Drawn Patterns

Hereinafter, with reference to FIGS. **5** to **15**, will be explained a method for mapping various types of multimedia data to drawn patterns and utilizing (e.g., playing, transmitting, processing, and so on) the drawn patterns, and an operation of the mobile terminal **100** for implementing the method.

Once a user draws a specific pattern (e.g., lines) on the touchpad **135** by using his or her finger or a stylus pen, and so on, the controller **180** detects the drawn pattern. Then, the controller **180** maps one or more multimedia data and/or various types of multimedia data (e.g., voices, sound sources, entertainers' voices, sounds of musical instruments, still images, moving images, position information, and so on) to the drawn pattern. Then, the controller **180** stores the multimedia data-mapped pattern in the memory **160**. Accordingly, the memory **160** may store therein various types of patterns, each pattern mapped with different multimedia data. Alternatively, the controller **180** may sort objects generated by mapping the multimedia data to the drawn patterns, according to a pattern type or a pattern shape (or a multimedia type), thereby generating a corresponding folder (or mapped pattern book) and storing the generated folder in the memory **160**.

The controller **180** may execute each object generated by mapping multimedia to a specific pattern, or may transmit the multimedia data-mapped pattern to a selected specific party. A method for executing an object generated by mapping specific multimedia to a specific pattern will be explained.

The controller **180** loads a specific object selected by a user (e.g., an object recorded with a call voice in a case that multimedia data of a call voice has been mapped to a pattern drawn by a user) from objects stored in the memory **160**, and displays the loaded specific object on the display **151**.

Once the user tracks the pattern of the object with using his or her finger or a stylus pen, the controller **180** detects the tracked pattern thus to play the multimedia data (e.g., 'call voice') mapped on the specific pattern.

The controller **180** outputs the played multimedia data, i.e., the 'call voice' mapped to the specific pattern, on the sound output module **152** and/or the display **151**.

The controller **180** provides a tool for editing objects generated by mapping various types of multimedia data to specific patterns, processes shapes and types of the patterns of the objects with using the tool, and manages objects corresponding to the processed patterns.

The controller **180** may control one or more objects stored in the memory **160** so as to be displayed on the display **151**. Alternatively, the controller **180** may execute objects generated by mapping various types of multimedia data to specific patterns, through an operation scheduling or at the same time. For instance, the controller **180** may play or display multimedia data on a screen while transmitting objects generated by mapping various types of multimedia data to specific patterns to a specific party.

Types of Gestures

The controller **180** may detect various patterns input to the user input unit **130** (e.g., touchpad). These various patterns

13

are input by gestures. A user may draw various patterns on a screen through various gestures. Hereinafter, examples of the various gestures will be explained.

The user input unit **130** may detect various gestures by using a touch sensor. For instance, the gestures may include ‘tap’, ‘drag’, ‘flick’, ‘swipe’, ‘double tap’, ‘touch & hold’, ‘slicing’, and so on using a user’s finger or a stylus, and so on.

The ‘tap’ gesture indicates the most fundamental gesture for touching a user interface element on a screen, which means a motion contacting a user’s finger or a stylus on a touch screen for a short time. This ‘tap’ gesture is same as a single click of a mouse. A touch motion, a long press motion, and so on may indicate the same motion.

The ‘drag’ gesture indicates a motion for scrolling a touch screen to a specific direction. For instance, the ‘drag’ gesture is used to scroll a screen in up and down directions from a scrollable user interface element.

The ‘flick’ gesture indicates a gesture for dragging a touch screen and then detaching a user’s finger or a stylus from the touch screen within a short time. For instance, the ‘flick’ gesture is used to rapidly scroll a touch screen in up and down directions from a scrollable user interface element.

The ‘swipe’ gesture indicates a gesture for strongly dragging a touch screen with using a user’s finger or a stylus. For instance, the ‘swipe’ gesture is used to display hidden menus corresponding to respective items on a list.

The ‘double tap’ gesture indicates a consecutive double tap motion. For instance, this ‘double tap’ is used to locate contents or images at an intermediate region of a screen through zoom-in, or to perform a zoom-out function. When playing (executing) an object generated by mapping multimedia to a drawn pattern, a specific part of the pattern may be double-tapped so that the multimedia mapped to the pattern can be executed.

The ‘touch & hold’ gesture indicates a motion for touching a touch screen with using a user’s finger or a stylus, and maintaining the touched state for a predetermined time. This ‘touch & hold’ gesture may be referred to as ‘long press’. A user may draw a desired pattern on a touchpad by using the ‘touch & hold’ gesture. This ‘touch & hold’ gesture may be also used to display an enlarged view with respect to a cursor positioned on an editable text. This ‘touch & hold’ gesture may be also used to overlap a specific pattern with another pattern.

The touch screen of the mobile terminal **100** may detect a multi-touch. In this case, a ‘pinch open’ gesture and a ‘pinch close’ gesture may be further included.

The ‘pinch open’ gesture indicates a gesture for widening two fingers which are currently on touch screen like an operation to extend the touch screen. When editing a pattern, the ‘pinch open’ gesture is used to increase a length of a specific pattern, or enlarge a size of a specific pattern. The ‘pinch open’ gesture is used to zoom-in a map screen in a map viewing mode. The ‘double tap’ gesture is used to automatically zoom-in by a predetermined ratio, whereas the ‘pinch open’ gesture is used to adjust a zoom-in level based on an extended degree of a user’s fingers.

The ‘pinch close’ gesture has a contrary concept to the ‘pinch open’ gesture, which indicates a gesture to narrow two fingers on a touch screen. For instance, the ‘pinch open’ gesture is used to zoom-in a map screen in a map viewing mode. When editing an object, the ‘pinch open’ gesture may be used to decrease a length of a specific pattern, or contract a size of a specific pattern.

The ‘slicing’ gesture is used to cut a pattern for edition.

14

Hereinafter, will be explained embodiments for generating objects by mapping multimedia data to drawn patterns with using various gestures, and for executing the generated objects.

FIGS. **5A** to **5E** are views showing processes for drawing patterns and mapping multimedia data to the drawn patterns according to a first embodiment of the present invention. In FIG. **5**, a call voice (a caller’s voice and a callee’s voice) is used as the multimedia data.

During a call with a callee, a caller may draw preferred visual patterns and record call voices by mapping to the drawn patterns. Alternatively, while call voices of a caller and a callee are mapped to patterns for recording, image information on the caller and the callee, and or information on call details (e.g., contact information, phone number (i.e., phone number ‘010-5554-4545’ as shown in FIGS. **5d** and **5e**), recent call time, call-related statistics) may be mapped to the patterns.

Hereinafter, the first embodiment of the present invention will be explained with reference to FIG. **5**.

Once a user performs a tap gesture on the touchpad **135** during a call as shown in FIG. **5a** and draws a pattern through a ‘touch & hold’ gesture as shown in FIG. **5b**, call voices are recorded during the pattern drawing. That is, the controller **180** detects an input (drawn pattern) on the touchpad **135**, and determines that the mobile terminal **100** is currently in a call state. Then, the controller **180** real-time maps call voices of a caller and a callee to the drawn pattern. This real-time mapping will be explained as follows. More concretely, the touch sensor (the touch sensor may be integrally implemented with the controller, or may be individually implemented from the controller) detects coordinate values of the pattern drawn on the touchpad **135**, and transmits the detected coordinate values to the controller **180**. Then, the controller **180** stores the call voices in the memory. Here, the controller **180** may store the call details together with the coordinate values (e.g., coordinate values of the touchpad) of the drawn pattern in a correlating manner. Also, the controller **180** may store a callee’s information together with a caller (user)’s information (e.g., phone numbers, images, call time, and so on)

FIG. **5c** is a view showing a process for executing an object. More concretely, FIG. **5c** is a view showing a process for executing multimedia data (call voices) mapped to the drawn pattern through FIGS. **5a** and **5b**. Once a user tracks a pattern shown in FIG. **5c** through a ‘touch & hold’ gesture, call voices mapped to the pattern is output through a speaker. If the object is mapped with a caller or a callee’s information (e.g., images, phone numbers (i.e., 010-5554-4545 as shown in FIG. **5d**), and so on) together with call voices, the information may be displayed on a screen while the call voices are output.

FIG. **5e** is a view showing a process for executing an object generated in FIGS. **5a** and **5b** through a ‘double tap’ gesture, not a ‘touch & hold’ gesture. If a user double-taps a part of a pattern in FIG. **5e**, a progressive bar is moved to execute (play) corresponding multimedia data (call voices, and/or other information such as images, phone numbers (i.e., 010-5554-4545 as shown in FIG. **5d**) and call time) of an object generated in FIGS. **5a** and **5b**. The process for executing an object generated in FIGS. **5a** and **5b** may be implemented through various gestures. And, a UI, a method for displaying other information such as images, phone numbers and call time on a screen may be variously implemented.

FIGS. **6a** to **6d** are views showing processes for drawing patterns and mapping multimedia data to the drawn patterns according to a second embodiment of the present invention. FIG. **6** of the second embodiment is different from FIG. **5** of the first embodiment in that two patterns are drawn and mul-

15

timedia data is mapped to the respective patterns. Hereinafter, the second embodiment will be explained on the assumption that a user records call voices during a call with a callee.

A user may wish to record his or her voice and a callee's voice individually during a call. As shown in FIG. 6, the user may draw patterns (pattern 1 and pattern 2) on a touchpad through a 'touch & hold' gesture with using fingers or a stylus pen, and so on. For instance, the user may record his or her voice by mapping to the pattern 1, and may record a callee's voice by mapping to the pattern 2. Once the user draws patterns (pattern 1 and pattern 2) and performs gestures (e.g., 'double tap' gesture) as shown in FIGS. 6A and 6B, the controller may generate objects by mapping the user's voice and a callee's voice to the patterns. In case of generating objects by drawing patterns on the touchpad as shown in FIGS. 6A and 6B, time may be preset with respect to a length of the drawn patterns. For instance, if a length of each pattern is preset as three minutes in FIGS. 6A and 6B, each pattern is recorded with a call voice for three minutes. The process for mapping a call voice to each pattern in FIG. 6 corresponds to the operation of the controller 180 of FIG. 5 according to the first embodiment. FIG. 6c is a view showing a process for executing objects generated by mapping a caller's voice and a callee's voice to each drawn pattern. The process for executing objects shown in FIG. 6c is the same as the process shown in FIG. 5c.

FIG. 6d is a view showing a process for generating (processing) an object by overlapping the pattern 1 with the pattern 2. More concretely, once the pattern 1 mapped with a caller's voice is moved to the pattern 2 mapped with a callee's voice through a 'touch & hold' gesture, obtained is the same object as the object generated through FIGS. 5a and 5b. That is, if the pattern 1 is overlapped with the pattern 2 in FIG. 6d, generated (processed) is an object that a caller's voice and a callee's voice are integrated as one pattern. Accordingly, if the object generated by overlapping the patterns with each other is executed as shown in FIG. 6d, the results of FIGS. 5c to 5e may be obtained.

Alternatively, in the first embodiment of FIG. 5 and the second embodiment of FIG. 6, the controller 180 may generate an object by mapping, to a drawn pattern, a musical instrument sound or a voice actor (actress) (e.g., entertainer)'s voice rather than a caller's voice or a callee's voice. Still alternatively, in the first embodiment of FIG. 5 and the second embodiment of FIG. 6, the controller 180 may generate an object by mapping, to a drawn pattern, background music (e.g., a musical instrument sound, a piece of music, a popular song, an effective sound, and so on) together with a caller's voice or a callee's voice. This process for generating an object will be explained in more details with reference to FIG. 7.

FIG. 7 is a flowchart showing processes for generating objects by mapping multimedia data to drawn patterns. For convenience, it is assumed that a caller's voice and/or a callee's voice are used as the multimedia data of FIG. 7.

Referring to FIG. 7, the controller 180 detects patterns real-time drawn on the touchpad 135 (S71). Alternatively, the controller 180 may extract pre-drawn patterns from the memory. Here, each of the pre-drawn patterns has to be provided with time set with respect to a length thereof.

The controller 180 selects multimedia data to be mapped to the drawn pattern, e.g., a caller's voice and/or a callee's voice, and then maps the selected multimedia data the drawn pattern (S72-S75).

When mapping a caller's voice or a callee's voice to the drawn pattern according to a user's selection or a preset value, the controller 180 may map one or more information of the caller or the callee (e.g., images, phone numbers, musical

16

instrument sounds, call time, and so on) together (S72). Here, the information may be determined by a user's selection or a preset value. For instance, on the assumption that the information is a musical instrument sound and the information is determined by a preset value, the controller 180 analyzes a caller's frequency or a callee's frequency (S73). Then, the controller 180 searches for a sound corresponding to the analyzed frequency (e.g., musical instrument sound), from a database separately implemented in the memory (S74). Then, the controller 180 maps the searched sound (e.g., musical instrument sound) to the drawn pattern together with the caller or callee's voice (S75). Objects generated through these procedures serve as multimedia contents. The controller 180 stores the generated objects in the memory according to a user's selection (S76). Alternatively, the controller 180 may transmit the generated objects to a specific party according to a user's selection or a preset value. Still alternatively, the controller 180 may extract objects from the memory and execute the extracted objects.

FIGS. 8A and 8B are views showing a method for using generated objects according to a third embodiment of the present invention, and FIG. 9 is a flowchart showing the third embodiment of FIG. 8. Hereinafter, the third embodiment will be explained with reference to FIGS. 8 and 9.

As shown in FIG. 8, the controller 180 may extract objects selected by a user from the memory, and display the objects on a screen (S81). In FIG. 8, the objects are used in a game mode. However, the objects shown in FIG. 8 may be used in various modes. More concretely, the objects shown in FIG. 8a move on the screen at random, and bounce when colliding with the end of the screen (S82). If the objects moving on the screen are overlapped with each other as shown in FIG. 8b, multimedia data mapped to the overlapped patterns is integrated with each other to be output (played) (S83). For instance, if the object 1 and the object 2 shown in FIG. 8b are implemented as music played with specific musical instruments, sounds corresponding to the overlapped patterns (e.g., sound of the object 1 and sound of the object 2) are synthesized to each other to be output through the speaker of the mobile terminal 100. Each of the objects shown in FIG. 8A may be provided with a color set according to a type of multimedia data. In this case, an overlapped part between the object 1 and the object 2 shown in FIG. 8b may be displayed in a different color. This may provide a visual effect to a user.

FIGS. 10A to 10C are views showing processes for generating objects by mapping position information to drawn patterns according to a fourth embodiment of the present invention, FIG. 11 is a flowchart showing the fourth embodiment of FIGS. 10a to 10c, and FIGS. 12a to 12d are views showing screens for displaying the objects generated in FIG. 10 according to a fourth embodiment of the present invention.

Hereinafter, the fourth embodiment of the present invention will be explained with reference to FIGS. 10 and 12.

As shown in FIG. 10a, a user draws a pattern on the touchpad 135 through a 'touch & hold' gesture with using a finger or a stylus pen, and so on. (S111). Then, the controller 180 detects the drawn pattern, and provides a time setting screen on the display so that the user can set a time with respect to a length of the pattern as shown in FIG. 10b (S112). For instance, the controller 180 monitors the user's tap gesture on the drawn pattern, and provides an interface screen on which an execution time of the drawn pattern is to be inputted.

In case of mapping position information on the drawn pattern as shown in FIGS. 10a and 10b, once input of a 'start' button on a screen of FIG. 10c is detected, position information according to a movement of the mobile terminal is mapped to the drawn pattern. That is, a position service pro-

17

viding program (e.g., navigation) mounted at the mobile terminal **100** is executed, position information (e.g., multimedia data) is mapped to the drawn pattern with an amount corresponding to a preset time (S113). For instance, when the length of the pattern is set as two hours, position information corresponding to two hours for which the user has moved with carrying the mobile terminal **100** (e.g., GPS coordinates information, AR (augment reality) related information collected on a moving path) is mapped to the drawn pattern. Alternatively, a time per unitary length on a screen may be set. In this case, once a user draws a pattern on the touchpad **135**, a time corresponding to a length of the drawn pattern (e.g., a line length) may be displayed on the screen as shown in FIG. **10b**.

As position information is mapped to the drawn pattern through S111-S113, an object regarding the position information is generated. As shown in FIG. **12**, as a user moves, position information is mapped to a pattern having a length of two hours. For instance, FIG. **12a** shows a screen on which position information has been mapped, the position information corresponding to one hour of two hours. FIG. **12b** shows a screen on which position information has been mapped, the position information corresponding to two hours for which the user has moved.

The object generated by mapping position information to the drawn pattern may be stored in the memory (S114). The user may transmit the object stored in S140 to a specific party or group entirely or partially.

FIG. **12c** shows a screen on which an object generated by mapping position information to the drawn pattern is executed. More concretely, once a user's selection is performed, the controller **180** detects the user's selection and reads an object from the memory. Here, the object is mapped with position information through FIGS. **12a** and **12b**. Once a user touches a specific part of the pattern shown in FIG. **12c**, the controller **180** detects the touch and displays position information mapped to the specific part on the screen. FIG. **12d** shows that an object including position information is executed as a user tracks a pattern. More concretely, the controller **180** detects touches inputted while a user tracks a pattern, and consecutively displays position information mapped to the corresponding pattern on the screen.

The objects generated by mapping position information to the drawn pattern shown in FIGS. **10** to **12** may include one or more types of multimedia data. For instance, the objects may be generated by mapping, to the drawn pattern, not only position information, but also music, image information, and so on.

Hereinafter, a method for editing and processing patterns according to the present invention will be explained with reference to FIGS. **13** to **15**.

FIGS. **13** to **15** are views showing a method for editing and/or processing objects generated by mapping multimedia data to various drawn patterns according to a fifth embodiment of the present invention.

FIGS. **13A** and **13B** are views showing a method for extending and contracting a drawn pattern according to a fifth embodiment of the present invention. As shown in FIG. **13a**, if a drawn pattern is extended through a 'pinch open' gesture, the controller **180** detects the 'pinch open' gesture on the touchpad **135**. Then, the controller **180** extends the pattern through the inputted 'pinch open gesture'. On the contrary, if a drawn pattern is contracted through a 'pinch close' gesture, the controller **180** detects the 'pinch close' gesture on the touchpad **135**. Then, the controller **180** extends the pattern through the inputted 'pinch close gesture'. As shown in FIGS. **13A** and **13B**, once the pattern is extended or contracted,

18

multimedia data mapped to the pattern is also extended or contracted. For instance, on the assumption that multimedia data mapped to an extended pattern is a music source (e.g., voice, musical instrument sound, call details (call contents), and so on), if the extended pattern is executed as shown in FIG. **13a**, the music source may be slowly outputted to an output device such as a speaker. Alternatively, on the assumption that multimedia data mapped to an extended pattern is position information, position information may be increased and thus the pattern may be corrected to a new pattern to which increased position information can be mapped as shown in FIG. **13a**. Alternatively, on the assumption that multimedia data mapped to a contracted pattern is a music source (e.g., voices, musical instrument sounds, call details, and so on), if the contracted pattern is executed as shown in FIG. **13b**, the music source may be rapidly outputted to an output device such as a speaker (an execution speed of the music source is enhanced). Alternatively, on the assumption that multimedia data mapped to a contracted pattern is position information, position information may be decreased by a contracted length and thus the pattern may be corrected to a new pattern as shown in FIG. **13b**. The multimedia data mapped to the extended or contracted pattern shown in FIGS. **13a** and **13b** is merely exemplary. That is, processing the multimedia data mapped to the extended or contracted pattern may be variously implemented according to a user's convenience or a provider's policy.

FIGS. **14a** to **14d** are views showing a method for editing a drawn pattern according to a fifth embodiment of the present invention.

It is assumed that multimedia data mapped to a pattern shown in FIG. **14a** is a musical instrument sound (an object of FIG. **14a** is generated by mapping a musical instrument sound to a pattern). That is, a user may read an existing drawn pattern or a pattern stored in the memory as shown in FIG. **14a**, and perform a 'touch & hold' gesture with respect to a specific part of the pattern thus to edit the pattern as shown in FIG. **14b**. FIG. **14c** shows a pattern transformed (processed) through the edition of FIG. **14b**, in which the 'x'-axis indicates time and the 'y'-axis indicates a transformed (processed) degree of multimedia data. More concretely, the controller **180** detects a user's gesture performed on the touchpad **135** of FIG. **14b**, and corrects a sound range (compass corresponding to the y-axis in FIG. **14c**) of a firstly mapped musical instrument sound which corresponds to the 'edited region' of FIG. **14c**. More concretely, when executing a corrected (processed) pattern, an object of FIG. **14b**, the controller **180** controls a musical instrument sound mapped to the 'edition region', to be outputted with a range increased by an increased height of the pattern of FIG. **14c**. The y-axis of FIG. **14c** may be defined in various manners. For instance, if the y-axis indicates a rhythm, the rhythm may be rapidly output in correspondence to the increased height of the pattern on the 'edition region'.

On the assumption that the pattern of FIG. **14a** is mapped with position information, if an object mapped with the position information is executed, a user's preset music may be outputted, or a screen color may be changed, or screen flickering may occur, and so on, through a setting on the 'edition region'.

As another embodiment of the present invention, patterns of two or more objects may be overlapped with each other as shown in FIG. **14d** thus to be edited as shown in FIG. **14b**, thereby generating one object. For instance, in FIG. **14d**, it is assumed that an object **1** indicates a musical instrument sound (e.g., saxophone), an object **2** indicates a call voice, and an object **3** indicates a moving image regarding a street. When

19

executing an object synthesized with three objects, a moving image of the object **3** may be displayed on a screen, and saxophone music of the object **1** may be played as background music, and the call voice of the object **2** may be played. That is, in FIG. **14d**, the 'x'-axis indicates time, the 'y'-axis indicates a sound range, and the 'z'-axis indicates the number of patterns (or number of objects). If the object synthesized with three objects of FIG. **14d** is edited as shown in FIG. **14b**, music sources of the object **1** and the object **2** are played with a high range on the edit region. As aforementioned, the pattern may be variously edited or processed according to a user's preference. FIG. **14b** corresponds to one embodiment of the present invention, and the present invention is not limited to this.

FIGS. **15a** and **15b** are views showing another method for editing a drawn pattern according to a fifth embodiment of the present invention. As shown in FIG. **15**, different objects may be connected to each other through editions according to a user's preference, thereby being generated as a new object. The controller **180** may provide tools required to edit a drawn pattern on the screen. For instance, the tools may include a scissors for cutting (slicing) a pattern, a memo for inputting characters, an eraser for erasing a specific part of a pattern, a palette for painting a color to a pattern, and so on.

As shown in FIG. **15a**, a user may cut a desired part of a pattern through a slicing gesture. Then, the user may synthesize the different patterns to each other through a 'touch & hold' gesture as shown in FIG. **15b**.

The user may edit a generated object through FIGS. **13** to **15** according to his or her preference, thereby correcting or processing the object. The controller **180** detects gestures input to the touchpad **135** (gestures for editing patterns in FIGS. **13** to **15**), and executes multimedia data, and so on corresponding to a pattern edited on the 'edition region' in a processing manner.

As another embodiment of the present invention, a drawn pattern may be painted with various colors, and each color may be set to indicate a type of specific multimedia data.

For instance, it is assumed that a red color is set to indicate a specific entertainer's voice, and a blue color is set to indicate a mynah's sound. In a state that a call voice has been mapped to a pattern drawn by a user, if the pattern is painted with a red color through editions, the pattern may be played with the specific entertainer's voice rather than the call voice. Alternatively, in a state that a musical instrument sound has been mapped to a pattern drawn by a user, if the pattern is painted with a blue color through editions, the pattern may be played with a mynah's sound rather than the musical instrument sound. Still alternatively, if the pattern mapped with a musical instrument sound is overlapped with a blue color, the pattern may be played with the mynah's sound together with the musical instrument sound. As aforementioned, multimedia data mapped to a drawn pattern may be processed through a color of the drawn pattern.

As still another embodiment of the present invention, the controller **180** may provide, on the screen, a list of objects stored in the memory **160** (independent contents generated by mapping one or more multimedia data to a drawn pattern) according to a type of multimedia data (e.g., voices, images, characters, musical instrument sounds, position information, and so on), or according to a pattern color, and so on. Alternatively, an object selected by a user from the object list provided by the controller **180** may be detected, and the selected object may be transmitted to a specific party (or group) through a communication module.

Further, in accordance with one embodiment of the present invention, the method can be implemented as computer-read-

20

able codes in a program-recorded medium. The computer-readable medium may include all types of recording devices each storing data readable by a computer system. Examples of such computer-readable media may include ROM, RAM, CD-ROM, magnetic tape, floppy disk, optical data storage element and the like. Also, the computer-readable medium may also be implemented as a format of carrier wave (e.g., transmission via an Internet).

The mobile terminal of the present invention provides various and fun gestures (gesture user experience (UX)), and provides a user-oriented graphic interface for mapping multimedia data by directly drawing a pattern through various gestures.

The foregoing embodiments and advantages are merely exemplary and are not to be construed as limiting the present disclosure. The present teachings can be readily applied to other types of apparatuses. This description is intended to be illustrative, and not to limit the scope of the claims. Many alternatives, modifications, and variations will be apparent to those skilled in the art. The features, structures, methods, and other characteristics of the exemplary embodiments described herein may be combined in various ways to obtain additional and/or alternative exemplary embodiments.

As the present features may be embodied in several forms without departing from the characteristics thereof, it should also be understood that the above-described embodiments are not limited by any of the details of the foregoing description, unless otherwise specified, but rather should be construed broadly within its scope as defined in the appended claims, and therefore all changes and modifications that fall within the metes and bounds of the claims, or equivalents of such metes and bounds are therefore intended to be embraced by the appended claims.

What is claimed is:

1. A mobile terminal, comprising:

a memory; a display that includes a touchpad; and a controller operatively connected to the memory and the display, and the

controller configured to:

detect a pattern drawn on the touchpad during a call; extract call voices and information related to the call; map the call voices and the information related to the call to the pattern drawn on the touchpad, wherein the call voices are currently being outputted or received at the mobile terminal while the pattern is being drawn on the touchpad,

wherein a shape of the drawn pattern is independent of the call voices and the information related to the call;

store information of the call voices and the information related to the call-mapped pattern in the memory;

display, on the display, a graphical object corresponding to the drawn pattern based on a user's selection; and

output call voices and the information related to the call in response to a touch input applied to the displayed graphical object,

wherein the controller forms a synthesized pattern based on at least two drawn patterns, and the controller provides a tool to edit the synthesized pattern.

2. The mobile terminal of claim 1, further comprising:

a communication module to transmit, to a specific entity, the call voices and the information related to the call-mapped pattern.

3. The mobile terminal of claim 1, wherein in response to receiving the user input at the touchpad, the controller edits the pattern displayed on the display.

21

4. The mobile terminal of claim 1, wherein the controller controls the display to display the information related to the call on an adjacent area with the displayed graphical object.

5. The mobile terminal of claim 1, wherein the controller controls the display to display a plurality of patterns stored in the memory, the controller to detect, based on an input from a user, selection of a specific pattern from the displayed plurality of patterns, and the controller to transmit the specific pattern to a specific entity.

6. The mobile terminal of claim 1, wherein the controller displays, on the display, a plurality of patterns stored in the memory, the controller detects the call voices and the information related to the call-mapped pattern to an overlapped part between the displayed patterns, and the controller outputs the detected call voices and the information related to the call.

7. A method to provide multimedia data, the method comprising:

receiving an input of a pattern drawn on a display of a mobile terminal during a call;

extracting call voices and information related to the call: mapping the call voices and the information related to the call to the drawn pattern,

wherein the call voices are currently being outputted or received at the mobile terminal while the pattern is being drawn on the touchpad,

wherein a shape of the drawn pattern is independent of the call voices and the information related to the call;

storing the call voices and the information related to the call mapped to the pattern as a multimedia data-mapped pattern in a memory of the mobile terminal;

displaying, on the display, a graphical object corresponding to the drawn pattern based on a user's selection; and outputting the call voices and the information related to the call in response to a touch input applied to the graphical object

22

further comprising forming a synthesized pattern based on at least two drawn patterns, and providing a tool for a user to edit the synthesized pattern.

8. The method of claim 7, further comprising transmitting, to a specific entity, the call voices and the information related to the call-mapped pattern.

9. The method of claim 7, further comprising editing the pattern displayed on the display.

10. The method of claim 7, further comprising displaying the information related to the call on an adjacent area with the displayed graphical object.

11. The method of claim 7, wherein the call voices are output based on movement of the touch input applied to the graphical object.

12. The method of claim 7, further comprising: displaying a plurality of patterns stored in the memory; detecting, based on an input of a user, a specific pattern from the displayed plurality of patterns; and transmitting the detected specific pattern to a specific entity.

13. The method of claim 7, further comprising: displaying a plurality of stored patterns; detecting the call voices and the information related to the call mapped to an overlapped part between the displayed patterns; and outputting the detected call voices and the information related to the call.

14. The method of claim 7, wherein the pattern includes a first pattern and a second pattern, wherein first multimedia data corresponding to a caller's voice is mapped to the first pattern during a call, and second multimedia data corresponding to a caller's voice is mapped to the second pattern during a call.

15. The method of claim 7, wherein outputting the call voices and the information related to the call includes displaying an image relating to the call mapped to the pattern.

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